# A40

## AUDIO SYSTEM

## A40 MIXAMP™
## INSTRUCTION GUIDE

# CONTENTS


04 INTRODUCTION
05 ABOUT THE A40 MIXAMP™
06 CONTROLS
08 PACKAGE CONTENTS
10 SETUP
11 CONSOLE SETUP – TV
14 CONSOLE SETUP – HOME THEATER
17 CONSOLE SETUP – LAN
18 PC SETUP
20 PC SETUP LAN
21 TROUBLESHOOTING
22 WARRANTY

# INTRODUCTION

Congratulations on your purchase of the ASTRO Gaming A40 MixAmp™! Whether you are a professional video gamer, a casual player, or a hardcore hobbyist, we'd like to welcome you into the ASTRO family of performance gaming accessories.

The A40 MixAmp™ is the result of countless hours of research and development by the foremost experts in the audio industry, extremely talented industrial designers, and an elite cadre of professional video gamers.

Despite its small size, the A40 MixAmp™ contains a complex electronics package, and we'd like to ask that you to continue to read this instruction guide. Please also keep it for later reference: it contains important warranty information, and a handy troubleshooting guide.

For all of you Han Solos out there, the Quick Start Guide should be enough to get you started, but come back later for deeper advice and better tips than the Quick Start Guide can give you.



# ABOUT THE A40 MIXAMP™

The A40 MixAmp™ is your own personal audio mixer and headphone amplifier. We developed it specifically for enhancing the audio and communications experience of video gaming. With Dolby® Pro Logic II and Dolby® Digital decoding feeding into Dolby® Headphone, the A40 MixAmp™ is a home theater in the palm of your hand.

Whether you're gaming at home alone, socially on a LAN, on a console or a PC, the A40 MixAmp™ has something to offer.

For **Xbox and Xbox 360** users at home, the A40 MixAmp™ enables you to combine voice communication and game sound in one headset - ideal for discrete "midnight gaming" sessions. You can also add your own soundtrack to any game as you play. Simply connect your music player to the mp3 input and you're good to go.

For **PC gamers,** the A40 MixAmp™ enables you to offload surround sound decoding and voice communication duties. Don't <Alt - Tab> yourself to an untimely death trying to manage a software-based music player - just connect your mp3 player to the A40 and keep your gaming rig focused on the task at hand.

In a **LAN environment,** your A40 MixAmp™ can be daisy-chained with any number of other A40 MixAmps™ - creating a private, hands-free, full-duplex voice communication channel - much higher-quality than VoIP systems, with zero network lag.

## ABOUT DOLBY® SURROUND TECHNOLOGY

Unlike many other generic "5.1" audio products on the market today, the A40 MixAmp™ is a genuine **Dolby®** product - containing **Dolby® Pro Logic II, Dolby® Digital, and Dolby® Headphone** surround technologies. Dolby® is the only surround format used to encode current games, and authentic Dolby® products should be your only choice when you want a superior audio experience.

While you might be aware of what Dolby® Pro Logic II and Dolby® Digital do in a multi-channel environment, you may not be aware that **Dolby® Headphone** offers the same benefits to users of two-channel headphones. Using advanced patented audio processing technology, Dolby® Headphone simulates a multi-channel speaker array using any standard pair of stereo headphones.

*Dolby®, Pro Logic and the double-D symbol are registered trademarks of Dolby® Laboratories, Inc.*

# CONTROLS

While the ASTRO Gaming A40 MixAmp™ contains a complex electronic package, controlling it is quite simple.

The **MASTER VOLUME** knob raises and lowers volume of all incoming audio feeds together. It will not raise or lower the volume of your outgoing voice communication. (The distance between your microphone and your mouth is the best way to adjust this).

The **BALANCE** control enables you to dial in the perfect mix of game-to-voice communication.

**Important:** It is possible to bring either the **GAME** or the **VOICE** volume down to 0% volume, at either end of the **BALANCE** control dial spectrum. Most people find that the ideal mix is somewhere between 11 and one o'clock.

The **DOLBY®** on/off button turns on Dolby® Digital (when connected with a digital cable), or Dolby® Pro Logic II (when connected with an analog cable). Dolby® is active when the surrounding RED light is illuminated.

When the **DOLBY®** button is not illuminated, the A40 MixAmp™ is operating in 2-Channel stereo mode, and no Dolby® processing is applied to the incoming audio signal.

The **MASTER POWER** button does exactly what you might expect, and is a convenient way to mute the audio to your headset or headphones.

**Important:** When the headset is disconnected, the A40 will automatically shut down. This feature is to prevent accidental power loss when you are traveling with your A40. If you reconnect your headset within a short period of time, your A40 will automatically return to the state you had it in before it was disconnected. If you reconnect after this short time, you'll need to restart the A40 manually.

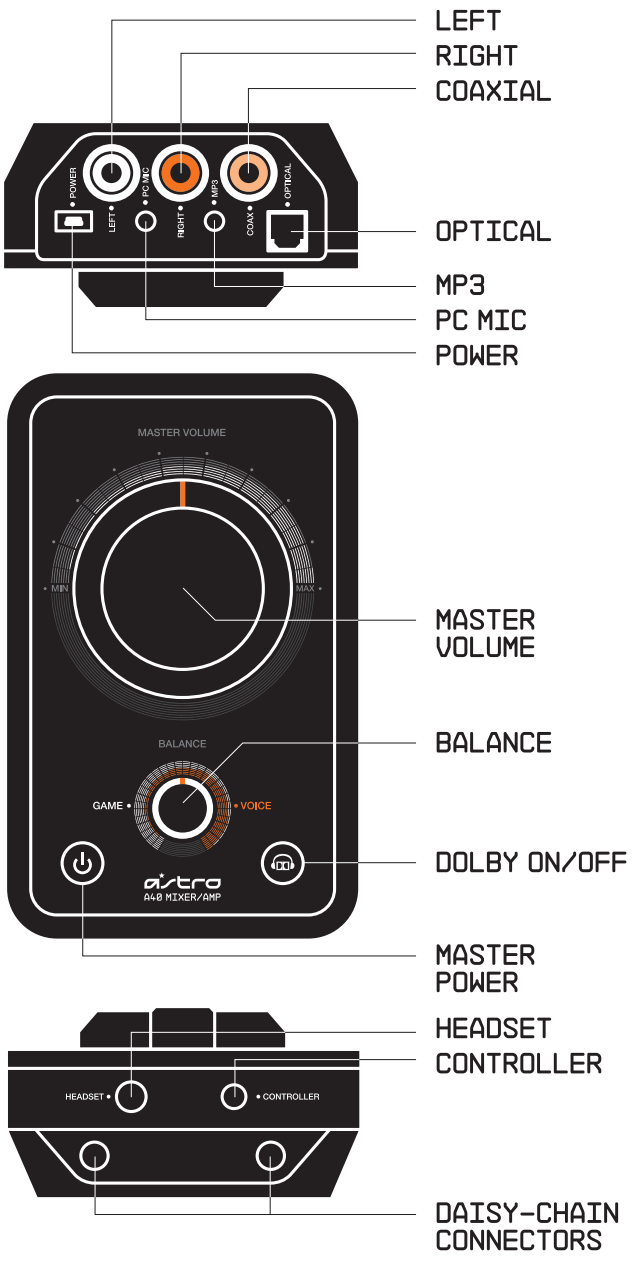
When your A40's batteries are low, the RED ring around the **MASTER POWER** button will flash ON and OFF intermittently. A SOLID RED button indicates adequate power.

If you are using the optional A40 rechargeable battery pack, an AMBER ring around the **MASTER POWER** button with flash ON and OFF when the battery is recharging (plugged into USB power). When the charge is complete, a SOLID AMBER ring will illuminate.

You can check the power state of the A40 at any time, whether or not a headset is connected. The **MASTER POWER** button will illuminate for a short time, indicating how much charge the battery contains (FLASHING - low, or SOLID - OK), and then the A40 will shut back down automatically.



# A40 MIXAMP™



# PACKAGE CONTENTS

**A40 MixAmp™ and Daisy-chain Connector**

The A40 MixAmp™ comes docked with a Daisy-chain connector. This connector enables you to easily connect to other A40 MixAmps™, instantly opening up a private, high-quality voice communication channel.

**Important:** Always keep the connector fully inserted and seated for proper operation. An incorrectly seated Daisy-chain connector may cause feedback or other interference.

**RCA-to-RCA Piggyback Cable**

This long cable is used to connect your console to the A40 MixAmp™, providing a line-level feed of game audio to the A40. The "Piggyback" end can fit right in-between your gaming system RCA connectors and your television, without hogging another input/output spot.

**3.5mm-to-RCA cable**

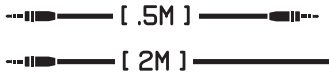
This cable is an alternative to the RCA-to-RCA Piggyback cable for gamers who would rather get their game audio feed from their computer or TV's headphone jack. Connect to the headphone jack of any television, handheld gaming system, PC, or mp3 player - you'll get instant Dolby Pro Logic Surround for all of your DVD's, music, and games.

Keep in mind that connecting through a headphone jack is a lower quality audio signal, and your volume level is subject to the volume setting of your audio source. For the best audio quality, we recommend using a digital audio connection, or line-level audio connected with the included RCA-to-RCA cable.

**2.5mm-to-2.5mm Xbox Live Controller cable**

This cable handles the Xbox Live communication between your controller and the A40 MixAmp™. Just connect it to your controller and to the 2.5mm input on the front of the A40 MixAmp™ — the side that says **CONTROLLER**.






**3.5mm-to-3.5mm Cables**

We've given you two different lengths of this cable. The short one can be used for adding your mp3 player to your gaming mix, when you connect to the MP3 input on the back of the A40 MixAmp™. The short length will keep your player at arm's length for easy adjustment.

The longer length cable is a convenient size for connecting the A40 MixAmp's™ PC MIC output to your PC's microphone input.

Either cable can also be used for daisy-chaining two or more MixAmps™ if you find that the A40 Daisy-Chain connector is too short.

**Dual Jack-to-3.5mm 4-pole Adapter**

This adapter will enable the use of any standard 3rd party headset with separate microphone and audio jacks with the A40 MixAmp™. The ASTRO Gaming A40 Headset combines audio and microphone signals into a single cable - and a single connector for a simple, clean connection. You don't need to use an adapter when using an A40 Headset.

**Important:** You will need to use this adapter to use any non-ASTRO headset.

**USB-to-USB Mini 'B' cable**

This cable powers the A40 MixAmp™ when you want to conserve battery power or need to recharge your A40 rechargeable battery kit (available separately). Connect it to any USB port on your PC or gaming console.

Important: the A40 doesn't interface with your PC or Xbox 360 via USB - it only receives power from this port.

# SETUP

The preceding package contents descriptions should give you a good idea of how each cable fits into your system before you get started. Go back and read through those if you skipped Section 2. There are a great deal of ways to use the A40 MixAmp™, and we've packed in virtually every type of cable you'll ever need to connect to a variety of equipment. That is, except digital audio cables - digital cables can be quite expensive depending on the type and length, and we didn't want to make the overall price of the A40 package higher by including an expensive item not every user needs.

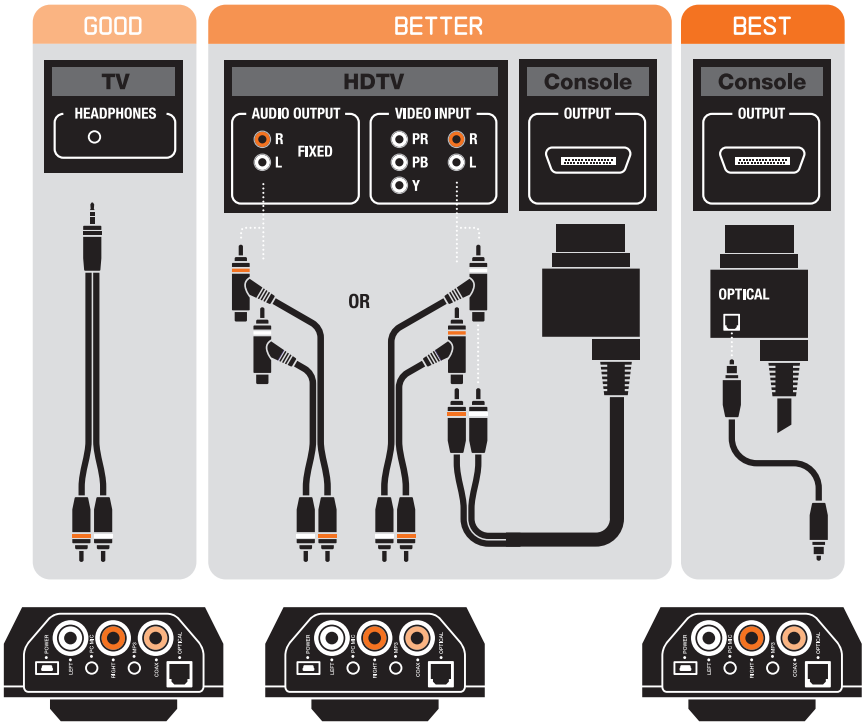
That is not to say that ASTRO Gaming doesn't recommend using a digital connection. Optical and coaxial digital audio cables carry much more accurate surround information, and contain discrete data for each speaker/channel, unlike analog cables. In other words, you'll be able to hear your enemies attempting to sneak up behind you with much greater accuracy and clarity by going digital.

The A40 MixAmp™ is also a powerful headphone amplifier, and will naturally increase background noise and hum inherently present on nearly every analog audio path. With a digital connection, however, the background noise floor drops to virtually zero and will give you a far better audio experience.

**WARNING: Always adjust the volume of the A40 MixAmp™ to a safe level BEFORE putting on headphones or inserting earbuds!** The headphone amplifier of the A40 MixAmp™ will increase the volume of the product that it is connected to considerably. The A40's high-performance amplification is welcome in noisy situations like professional gaming tournaments - but permanent hearing loss may occur if your headphones or earbuds are used at a high volume for an extended period of time. Reduce the volume or discontinue use of the A40 MixAmp™ immediately if you experience any discomfort or ringing in your ears.



# CONNECTING THE A40 MIXAMP™ TO A GAMING CONSOLE – USING A TELEVISION AS YOUR A/V HUB




**Step 1 - Connect the Main Audio**

The A40 MixAmp™ will give any connected equipment the benefits of Dolby® Surround and high-quality amplification. There are many different ways to connect the A40 - in this section we'll tell you how to connect it using your television as the hub of your A/V system. In other words, you don't use a home theater receiver - if you do, then skip to the next section. We'll also list the connections you should use, in the preferred order of quality.

**1) Toslink Optical Digital** - (cable not included) Connecting to the A40's rear **OPTICAL** input: the Xbox 360, Sony Playstation 3, and Playstation 2 come with optical Toslink outputs for Dolby® Digital audio, and can be simply connected to your A40's **OPTICAL** input. The original Xbox requires an add-on box like the Microsoft Xbox High Definition A/V Pack. The Nintendo Wii and GameCube output only via analog signals, but both support Dolby® Pro Logic II through the included analog cables.

**Important:** make sure to select 'Dolby® Digital 5.1' in your audio preferences inside your console setup/options section. If you have PCM 2.0 selected, for example, you will NOT get the benefit of Dolby® Digital 5.1 surround sound.

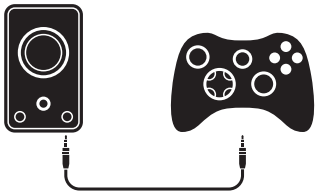
**2) RCA Analog** - Connecting to the A40's rear **LEFT/RIGHT** inputs: use this connection if you don't yet have a digital cable. The A40 MixAmp™ supports Dolby Pro Logic II, giving you full surround sound even with an analog connection. You can use the supplied 4m RCA-to-RCA Piggyback Cable to connect directly to the RCA output of your television. Alternatively, if you don't have a free output, you may use the 'Piggyback' feature to intercept audio from between your console and your television.

As described in the digital sections above, it is best to connect to your television's AUDIO OUT - this way the A40 MixAmp™ will receive an audio signal from whatever source you have selected. If your television has both FIXED and a VARIABLE outputs, make sure to use the FIXED output so that you only have to adjust the **MASTER VOLUME** control on the A40 MixAmp™. (The television's own volume doesn't affect a FIXED output).

**Important:** If you don't have FIXED audio outputs on your television, simply connect the RCA-to-RCA Piggyback cable between your console and your television. This is a "line-level" signal (full volume) and you will only need to adjust the volume of the A40 MixAmp™ to achieve full volume control.

**3) 3.5mm Headphone Jack** - If you are unable to connect your A40 MixAmp™ using one of the methods described above, use the headphone output jack on your television by connecting the supplied 3.5mm-to-RCA cable. The volume of your television's headphone jack is tied to the volume of the television itself, so set the TV volume to a suitable level (usually about halfway to 3/4 of full volume) before adjusting the A40 MixAmp™. You may get an unacceptable amount of hum and background noise if the television is at or near full volume, depending on the quality of your TV's audio, so try different settings to find the best quality.

**Step 2 - Connect to Xbox Live**

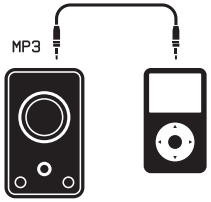


If you are using an Xbox or Xbox 360 you can easily mix in voice communication from Xbox Live. For Xbox 360 users, connect the 2.5mm-to-2.5mm cable to the back of the 360 controller. Then connect the free end of the 2.5mm cable to the **CONTROLLER** port on the front of the A40 MixAmp™. If you are using the A40 MixAmp™ with the original Xbox, simply use the original Microsoft Volume Pod along with the supplied ASTRO Gaming 2.5mm cable.

**Important:** Note that the A40 MixAmp™ will not improve the quality of Xbox Live voice communication while using the Xbox 360. The quality of the signal is limited by the low-bandwidth connection between the Xbox 360 and the controller.



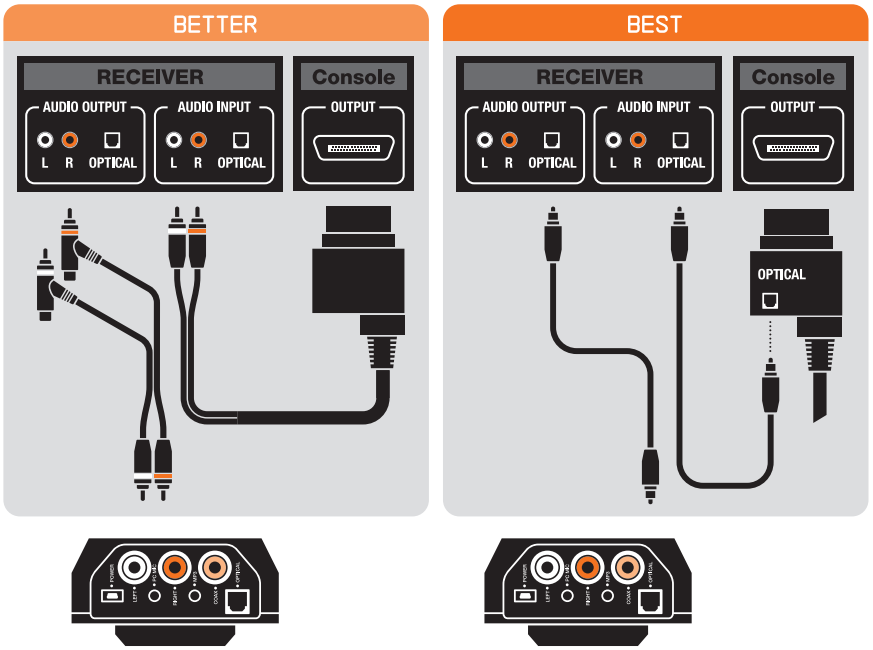
**Step 3 - Connect an External Audio Source (optional)**




With the A40 MixAmp™, you can mix an additional external audio source (like an mp3 player) into your games. Use one of the supplied 3.5mm-to-3.5mm cables to go from the headphone output of your player to the MP3 input on the back of the A40 MixAmp™. This enables you to instantly inject your own soundtrack - and keeps your mp3 player within arm's reach for easy adjustment.

**Important:** The **MP3** input is NOT connected to the balance function on the A40 MixAmp™. You'll need to use the volume control on the player itself in order to find the right balance of music to game sound. Also, if you are connected to other A40 MixAmps™ in Daisy-chain configuration, don't worry about bothering your teammates with your music - they can't hear it.

# CONNECTING THE A40 MIXAMP™ TO A GAMING CONSOLE – USING A HOME THEATER RECEIVER AS YOUR A/V HUB




**Step 1 - Connect the Main Audio**

The A40 MixAmp™ will give any connected audio source the benefits of Dolby® Surround and high-quality amplification. There are many different ways to connect the A40 - in this section we'll tell you how to connect it using your home theater as the hub of your A/V system. In other words, you only use your television as a "monitor" - if you don't, then skip back to the previous section. We'll also list the connections you should use, in the preferred order of quality.

**1) Coaxial Digital** - (cable not included) Connecting to the A40's rear **COAX** input: this type of connector is very durable and long runs are reasonably inexpensive. However, most gaming consoles use optical (Toslink) connection ports. If you wish to use a coaxial digital cable with your A40 MixAmp™, you'll first need to connect your console to a home theater receiver that has an optical cable. From there, you can use a coaxial cable from the RECORD OUTPUT of the receiver. Be sure to enable the record function of your receiver (read your receiver's instruction manual to learn how to do this).

**2) Toslink Optical Digital** - (cable not included) Connecting to the A40's rear **OPTICAL** input: the Xbox 360, Sony Playstation 3, and Playstation 2 come with optical Toslink outputs for Dolby® Digital audio. The original Xbox requires an add-on box like the Microsoft Xbox High Definition A/V Pack. The Nintendo Wii and GameCube output only via analog signals, but both support Dolby® Pro Logic II through the included analog cables.

The best method is to connect the A40 to your home receiver's RECORD OUTPUT with an optical cable. This is the way to go if you have multiple consoles connected to your system - your receiver will automatically send audio from the selected source out to the A40 MixAmp™.

**Important:** make sure to select 'Dolby® Digital 5.1' in your audio preferences inside your console setup/options section. If you have PCM 2.0 selected, for example, you will NOT get the benefit of Dolby® Digital 5.1 surround sound.

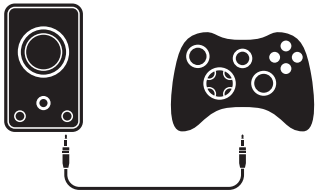
**3) RCA Analog** - Connecting to the A40's rear **LEFT/RIGHT** inputs: use this connection if you don't yet have a digital cable. The A40 MixAmp™ supports Dolby® Pro Logic II, giving you full surround sound even with an analog connection.Use the supplied 4m RCA-to-RCA Piggyback Cable to connect directly to the RCA output on your home theater receiver. Alternatively, you may also use the 'Piggyback' feature to intercept audio from between your console and your receiver if you don't have an open output.

As described in the digital sections above, it is best to connect to your home theater receiver's RECORD OUT - this way the A40 MixAmp™ will receive an audio signal from whatever source you have selected.

**Important:** If you don't have a RECORD OUT on your home theater receiver, simply connect the RCA-to-RCA Piggyback cable in-between your console and where it is plugged in to the receiver. This is a "line-level" signal (full volume) and you will only need to adjust the volume of the A40 MixAmp™ to achieve full volume control.

**4) 3.5mm Headphone Jack** - If you are unable to connect your A40 MixAmp™ using one of the methods described above, you may also use the headphone output jack on your receiver by connecting the supplied 3.5mm-to-RCA cable. The volume of your receiver's headphone jack is tied to the volume of the receiver itself, so be sure to increase the volume to a suitable level (usually about halfway to 3/4 of full volume) before adjusting the A40 MixAmp™. You may get an unacceptable amount of hum and background noise if the receiver is at or near full volume, depending on the quality of your receiver's audio, so try different settings to find the best quality.

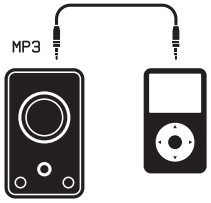
**Step 2 - Connect to Xbox Live**



If you are using a headset with a microphone, and an Xbox or Xbox 360, you can easily mix in voice communication from Xbox Live. For Xbox 360 users, connect the 2.5mm-to-2.5mm cable to the back of the 360 controller. Then connect the free end of the 2.5mm cable to the **CONTROLLER** port on the front of the A40 MixAmp™. If you are using the A40 MixAmp™ with the original Xbox, simply use the original Microsoft Volume Pod along with the supplied ASTRO Gaming 2.5mm cable.

**Important:** If you are using a non-ASTRO headset, be sure to use the supplied Dual Jack-to-3.5mm 4-pole Adapter to integrate the microphone function of your headset with the A40 MixAmp™. Otherwise, your headset will function normally, but without the microphone feature.

**Step 3 - Connect an External Audio Source (optional)**

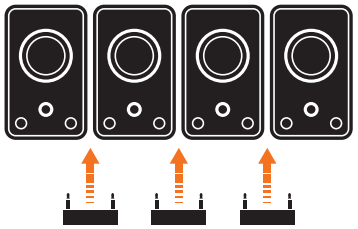



With the A40 MixAmp™, you can mix an additional external audio source (like an mp3 player) into your games. Use one of the supplied 3.5mm-to-3.5mm cables to go from the headphone output of your player to the **MP3** input on the back of the A40 MixAmp™. This enables you to instantly inject your own soundtrack - and keeps your mp3 player within arm's reach for easy adjustment.

**Important:** The **MP3** input is NOT connected to the balance function on the A40 MixAmp™. You'll need to use the volume control on the player itself in order to find the right balance of music to game sound. Also, if you are connected to other A40 MixAmps™ in Daisy-chain configuration, don't worry about bothering your teammates with your music - they can't hear it.



## USING A40 MIXAMPS™ TOGETHER IN LAN OR IN A TOURNAMENT (CONSOLE)



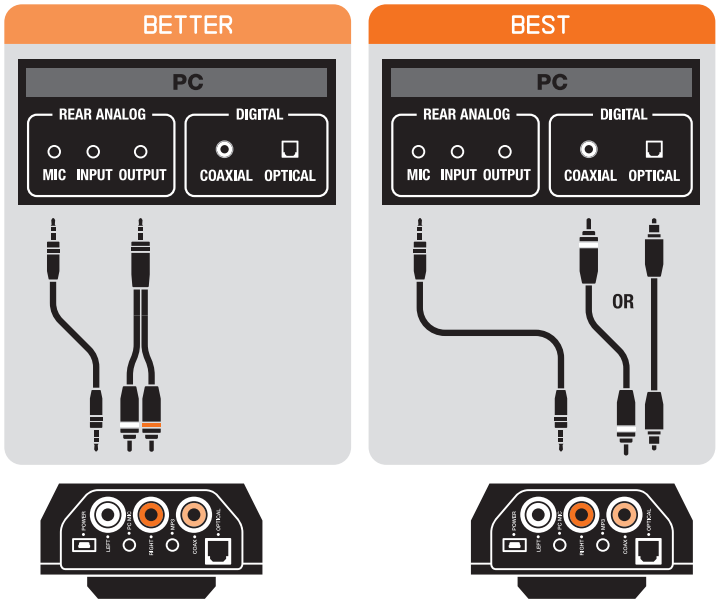
Using the built-in voice communication function of the A40 MixAmp™ will instantly enable a high quality, 'lag-free' voice channel. You'll find the voice quality between Daisy-Chained A40s is MUCH higher than Xbox Live, for example, so always use the A40's voice communication feature when you game together in the same place with friends.

To enable the voice communication channel, simply use the included daisy-chain connector (or one of the included 3.5mm-to-3.5mm cables for longer runs) to connect two or more A40 MixAmps™ to each other. Connect the A40's by using the front 3.5mm connectors at the bottom of the MixAmp™ (where the Daisy-chain connector usually resides). Once both units are powered on, you can now freely speak to your teammates in this new voice channel. Adjust the **BALANCE** control to dial in the ideal amount of Game/Voice ratio.

**Important:** You can continue to use Xbox Live communication at the same time you use a local (daisy-chained) voice channel, as long as your A40's **CONTROLLER** port is connected to your Xbox controller with the included 2.5mm-to-2.5mm cable.

You can mute outgoing Xbox Live communication at any time by disconnecting the 2.5mm cable - the Daisy-chain voice communication channel between you and your teammates will remain unaffected. While playing games with proximity voice detection (like *Halo*, for example), your opponents will NOT be able to hear you and your teammates speaking. That is, until you plug the cable back in and smack talk in the game lobby.

# CONNECTING THE A40 MIXAMP™ TO A PC AT HOME




**Step 1 - Connect the Main Audio**

As it does for console games, the A40 MixAmp™ will give any connected PC the benefits of Dolby® Surround and high-quality amplification without using processor cycles or internal hardware. There are many different ways to connect the A40 - we'll list the connections you can use (in the preferred order of quality).

**1) Coaxial Digital** - (cable not included) Connecting to the A40's rear **COAX** input: this type of connector is very durable and long runs are reasonably inexpensive. Many PC motherboards and sound cards come standard with a coaxial digital output, and we recommend using your A40 with this type of input. You may need to adjust your PC's Audio Properties, and enable Digital I/O (usually a check box). Consult your motherboard's user manual for further information.

**2) Toslink Optical Digital** - (cable not included) Connecting to the A40's rear **OPTICAL** input: Many PC motherboards and sound cards come standard with an optical (Toslink) digital output. You may need to adjust your PC's Audio Properties, and enable Digital I/O (usually a check box). Consult your motherboard user's manual for further information.

**3) RCA Analog** - Connecting to the A40's rear **LEFT/RIGHT** inputs: use this connection if you don't have an available digital connection. The A40 MixAmp™ supports Dolby® Pro Logic II, giving you full surround sound even with an analog connection. You can use the supplied 2m 3.5mm-to-RCA cable to connect your A40 MixAmp™ to the AUDIO OUT on your PC.



**Important:** If you connect to an analog 2-channel output on your PC motherboard or soundcard, you will need to adjust the PC's volume control in addition to the A40's **MASTER VOLUME** control. Start out with the PC's volume control at least halfway up.

You may get an unacceptable amount of hum and background noise if your PC is at or near full volume, depending on the quality of your PC's audio. Try out several different settings to find the best sound quality.

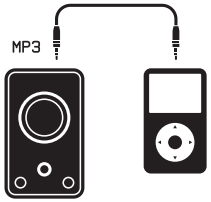
**Step 2 - Connect the Microphone input**

On the rear of the A40 you'll find a **PC MIC** output, used to pass your microphone signal to your computer. Plug one of the included 3.5mm-to-3.5mm cables from this output to your PC's MICROPHONE INPUT (usually indicated with a microphone icon, or a pink 3.5mm jack).

**Important:** If you are using a non-ASTRO headset, be sure to use the supplied Dual Jack-to-3.5mm 4-pole Adapter to integrate the microphone function of your headset with the A40 MixAmp™. Otherwise, your headset will function normally, but without the microphone feature.

If you are using Voice Over IP (VOIP) software, you will not be able to adjust the voice/game balance using the **BALANCE** dial. Voice communication software and game sounds are mixed together at your PC, and you should make any adjustments within your software. The balance dial balances game sound with voice communication coming into the Daisy-chain connector only.

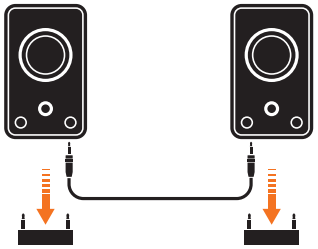
**Step 3 - Connect an External Audio Source (optional)**




With the A40 MixAmp™, you can mix an additional external audio source (like an mp3 player) into your games. Use one of the supplied 3.5mm-to-3.5mm cables to go from the headphone output of your player to the **MP3** input on the back of the A40 MixAmp™. This enables you to instantly inject your own soundtrack - and keeps your mp3 player within arm's reach for easy adjustment.

**Important:** The **MP3** input is NOT connected to the balance function on the A40 MixAmp™. You'll need to use the volume control on the player itself in order to find the right balance of music to game sound. Also, if you are connected to other A40 MixAmps™ in Daisy-chain configuration, don't worry about bothering your teammates with your music - they won't hear it.

# USING A40 MIXAMPS™ TOGETHER IN LAN OR AT A TOURNAMENT (PC)



Using the built-in voice communication function will instantly enable a high-quality, 'lag-free' voice channel while using ZERO network bandwidth and no CPU cycles. This voice communication channel is also 'hands free'.

Simply use the included daisy-chain connector (or one of the included 3.5mm-to-3.5mm cables for longer runs) to connect two or more A40 MixAmps™ to each other. Connect two or more A40's by using the front 3.5mm connectors at the bottom of the MixAmp™ (where the Daisy-chain connector usually resides). Once both units are powered on, you can now freely speak to your teammates in this new voice channel. Adjust the **BALANCE** control dial to mix in the ideal amount of Game/Voice ratio.

**Important:** You can continue to use VOIP programs as well as a local (daisy-chained) voice channel, as long as your A40's **PC MIC** output is still connected to your PC's MICROPHONE INPUT. Using a PTT (push to talk) key is best for this scenario, but experimentation with different configurations will pay off in the long run.



# BASIC TROUBLESHOOTING

**If the A40 MixAmp™ turns on briefly when switched on, but then turns off again, check...**

- Is a headset connected to the A40? (The A40 is designed to shut down automatically if there is no headset present, to prevent accidental discharging).

**If game sound is very low, check...**

- Is the **BALANCE** control knob dialed all the way to the VOICE side? If so, turn it back to the 12 o'clock position and adjust from there.
- Is the unit connected to a source with a separate volume control (like a television's headphone jack)? If so, make sure that the TV volume is sufficient - about halfway up is a good starting point.

**If voice communication cannot be heard from Xbox Live, check...**

- Is the **BALANCE** control knob shifted all the way to GAME? Dial it back to the 12 o'clock position, and fine-tune it from there.
- Is the Xbox Controller connected with the 2.5mm-to-2.5mm cable? Make sure that it is properly inserted at both ends.

**If voice communication from Xbox Live has an audible echo, or you cannot adjust it with the BALANCE control, check...**

- Is the Xbox Live voice output set up correctly? Tap the Xbox guide button, then enter Personal Settings/Voice and select "Play Through Headset" under Voice Output.

**If voice communication cannot be heard when A40's are Daisy-chained, and/or there is interference and noise, check...**

- That all connection cables are fully inserted and seated.
- That all A40's in the voice communication chain are powered ON.
- Do all A40's in the chain have 'GOOD' power status (no flashing red lights)? If so, try replacing the batteries or connecting with USB power and see if this alleviates the problem.

**Support**

If you have an issue and you need further help to resolve, please contact us via email at: support@astrogaming.com

# WARRANTY

All ASTRO Gaming products carry a one year warranty on parts and labor from date of purchase. There is no need to register to obtain this warranty.

**What is covered**

All defective parts or faulty workmanship.

**What is not covered**

The warranty does not cover damage caused by accident, misuse, abuse, neglect, lightning, power surges, other acts of nature/god(s), unauthorized product modification or repairs, or failure to follow the instructions outlined in this Setup Guide.

**What we will do**

We will repair or replace any defective parts within a reasonable amount of time and free of charge at any time within the warranty period. After service, we will ship your product back to you at our expense.

**What we ask from you**

You will be responsible for shipping or transportation charges to us. We recommend that you keep the original shipping materials, as it is important that the product will not be damaged during shipping. ASTRO Gaming cannot be responsible for damages incurred during shipping due to poor packing.

**How to obtain ASTRO Gaming warranty service**

If you have any questions about your warranty coverage, need help, or you think you may need service, email the ASTRO Gaming Authorized Service Center at: support@astrogaming.com. We will do everything we can to answer your questions and resolve any issues within 24 hours.

**Exclusive remedy**

This Limited Warranty is fully transferable provided that the current owner furnishes the original proof of purchase. THE MAXIMUM LIABILITY OF ASTRO GAMING SHALL NOT EXCEED THE ACTUAL PURCHASE PRICE PAID BY YOU FOR THE PRODUCT. IN NO EVENT SHALL ASTRO GAMING BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL OR INDIRECT DAMAGES.

**www.astrogaming.com**
**www.astrogaming.com/service**

© 2007 Astro Gaming, LLC. All rights reserved